

Hyakki Yakou FAQ/Walkthrough

by LastBossKiller

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Hyakki Yakou (Famicom)
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- - - = = = ===== Disclaimer ===== - - -
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---Viewing This Document---

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- - - = = = ===== Intro ===== - - -
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Hyakki Yakou (also pronounced Hyakki Yagyou) is an RPG produced in 1989 by Use for the NES/Famicom. The name, meaning "night parade of 100 demons", refers to a mythical parade of demons that would pass through the streets of Japan on summer nights and whisk people away or kill them.

The setting of this game is feudal Japan. A town has become overridden by a band of demons that have emerged from a gate to hell. You are a ninja, given the mission to free the town from the demon menace. As the name of the game suggests, the demons primarily emerge at night.

This game is mostly a 3D dungeon crawler, with turn-based battles. You will likely think that this game is pretty terrible, but I like it for some reason. I like how it feels non-linear for one thing. But it also seems a bit different than anything I've played before in the quirky way it was produced. Maybe you'll like it too.

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- - - = = = == Game Mechanics = = = - - -
- - - = = = ===== = = = - - - [sec1]

---Coordinates and the World Map-----[sec1a]---

The "world map" as I call it isn't really a world map, but actually just a town map. The game is centered around a single town. the world map is composed of a 12x10 set of screens. For the sake of describing locations, let's define a coordinate system, using the game Battleship as inspiration. This coordinate system is obvious if you look at the "World Map" graphic I made, but I'll describe it in words below anyway.

A screen will be described by a letter and a number, like a square in Battleship. The letter says where the screen is located vertically, and the number locates it horizontally. The Northernmost screens are labelled "A", and the Westernmost screens are labeled "1". So "A1" would be the screen in the Northwest corner of the world map, and "L10" would be the screen in the Southeast corner.

---Camping-----[sec1b]---

You can camp almost anywhere in town. You just can't camp on screens located in the outskirts of town, meaning screens to the far North, South, East, or

West of the world map. See my "World Map" graphic to see specifics.

Camping brings up some additional menu options that allow you to save your game or dress in disguise.

---Disguise-----[sec1c]---

You can only talk to townspeople if you are in disguise. Select the のじゆく ("Camp") option, then select へんそう ("Disguise"). Your disguise will automatically disappear if you enter the town outskirts or an area with monsters.

If you talk to the samurai, ronin, or thieves while in disguise, they will attack you.

You also need to be in disguise to pass through a few gates located within the town.

---Day And Night-----[sec1d]---

As game time passes, the time of day will change. The flow of time occurs automatically, so you can stand still and wait for nightfall or dayfall if you have a reason to.

Although the town is covered by people during the day, there will only be monsters at night. All of the stores and temples will be closed at night, but you can stay at an inn at any time. Resting in an inn at night will change it to daytime. Resting in an inn during the day will cause it to be nighttime.

---Recruiting Party Members-----[sec1e]---

You can recruit some of the townspeople to your party. To attempt this, walk up to a person and select くわえる ("Add"). If they are recruitable, they will then join your party.

Recruitable characters are only wandering the town during sunset. This is when the ground appears red (instead of green), but don't confuse this with sunrise since the ground is also red then.

Although a samurai is a recruitable character, you can't recruit most samurais. You have to talk to the correct one. This is true for most of the character classes. You can, however, recruit more than one of the same character class if you want.

---Death in the Party-----[sec1f]---

If your main character, the ninja, dies then you will get a game over and be forced to restart from your last save point. The game over screen shows the following options:

げーむをやめる - "Quit game".

きろくしたところからはじめる - "Begin from save point".

If one of your other party members dies, you can revive them by donating money at the temple located on screen C10. You can also revive them with one of the Priest's jutsu skills later in the game.

---Saving the Game-----[sec1g]---

You can save the game anywhere on the world map that you can camp. You can even save your game when enemies are on the screen. To do so, select のじゆく ("Camp"), and then きろく ("Record").

---Enemy Encounters-----[sec1h]---

There are no random encounters in this game. On the world map, battles are initiated when you contact a monster. In 3D dungeons, the positions of enemy

encounters are always the same. So you can often use your knowledge of the map to avoid encounters.

---Battles-----[secli]---

Battles are typical turn-based RPG style. It's safe to assume you know how these things generally work. Here, I'll list a few things specific to this game.

- (1) If two of your characters target the same enemy, but the first character kills the enemy, the second character will not target a different enemy for that turn.
- (2) Experience is divided amongst your party members. So a character gains more experience if he battles alone.
- (3) Every character can attempt to run. So, if you have 5 party members, you can try to run from battle 5 times per turn. If one succeeds, your entire party escapes.
- (4) It is extremely unlikely to run from enemies that are a higher level than you.

---Status Ailments-----[seclj]---

The only status ailment that I came across was どく ("Poison"). When a character is poisoned, that character will receive damage at the end of every turn during battle, and that character will receive damage as you walk.

Poison can be cured with an Antidote (どくけし), sold in stores and dropped by some enemies. There is also a jutsu spell that the priest can learn to cure poison.

---Jutsu-----[seclk]---

Jutsu is like the magic spells of this game, and Jin is the MP. Only three characters can learn jutsu: ninja, priest, and mountain priest. The ninja learns jutsu by visiting a shop (alone) located at screen B5. The other two learn them by donating at a temple located at screen C8.

The shop that gives the ninja his skills is confusing to reach. To avoid a spoiler at this point (in case you want to figure it out yourself), the method is explained in the walkthrough section of this guide.

---Weapons, Armor, and Items-----[secll]---

Each character can hold a maximum of 8 items at one time. If an item is equipped, it will not count as one of the 8 items.

Each character can equip a weapon, armor, and a helmet. Most characters are very limited in which equipment they can equip.

---3D Dungeons-----[seclm]---

I think it's safe to assume you know how 3D dungeons work. But I will add that there are holes in the dungeons that you can't enter without getting a Rope. You'll need the rope to get very far. There are also locked doors that will require purchasing some lock picking tools to open.

Two items that can also be helpful are the Compass (ほうこうじしゃく), which tells you which direction you are facing, and the Map (ちず), which shows the layout of the dungeon in your vicinity. The Map will work on all dungeons, so you don't need to find more than one map. Both the Map and Compass can be found in various places in the 3D dungeons. They are not items you need, but they can be convenient at times, especially if you are making your own maps.

---Town Locations-----[secln]---

There are many buildings within town with useful functions. Here, I explain each kind.

---Stores---

Stores sell items and equipment. Many of the stores will sell different items if you enter them with only the ninja in your party. If you already have more party members, you can temporarily abandon them by selecting たんどく ("Solo"). You can bring them back again by using the Beacon (のろし). See the main "Stores" section of this guide for a list of stores and their wares.

---Temples---

You can make monetary donations when you visit a temple. If you do so, you will be granted a reward. The reward depends on which temple you visit. It might be a stat upgrade, restored health, or various other things. For a list of temples and their rewards, see the main "Temples" section of this guide.

---Tea Houses---

Tea houses offer you two options:

- おちゃにする - "Have some tea". For 5 gold, you can listen to rumors.
- しょくじにする - "Have a meal". For 20 gold, you can restore 20 HP.
- みせを でる - "Exit the shop"

---Sake Bars---

At a sake bar, you can pay a small fee to drink some sake, which restores Jin points to a character.

---Inns---

You can rest at an in for a small fee. You party's HP and Jin will be restored to full, and the time of day will switch. If you rest at an inn during the day, it will become night. If you rest at one during the night, it will become day. Inns are located on screens D4 and J6.

---Leveling Up Changes the Town-----[sec10]---

As you level up, several things will change in the game. For example, weaker enemies will simply disappear from the world map. Sometimes they will be replaced with stronger enemies, but often they will just disappear altogether. There will be a lot of screens that have no enemies on them eventually.

The locations of townspeople will also change as you level up. This means that recruitable characters will disappear from some screens and appear in others. Get your party members early to make sure that they don't disappear entirely from the game before you have the chance to recruit them.

Some minor items also seem to disappear from the 3D dungeon maps as you level up. So, if my map says that you should find an item at a particular location, but there is not one there, then your level is high enough that the game considers that item useless to you. Again, this only seems to happen for minor items, so there's no need to worry about this.

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- - - = = = ===== Menu ===== = = = - - -
- - - = = = ===== = = = - - - [sec2]

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---Walking Menu-----[sec2a]---

Press "A" while walking around to bring up the following menu:

- はなす - "Talk". Speak to townspeople. You must be in disguise or they ignore you.
- じゅつ - "Jutsu". Use jutsu skills you've learned.
- どうぐ - "Tools". Brings up the submenu: つかう ("Use"), わたす ("Transfer"), すてる ("Drop").

じょうたい - "Status". Shows a character's status menu.

くわえる - "Add". Attempt to add a towns person to your party.

たんどく - "Solo". Send your other party members away. Call them back with the Beacon.

のじゆく - "Camp". Opens the camping menu, with additional options:

へんそう - "Disguise". Dress like a towns person so you can converse.

わかれる - "Separate". Remove a character from your party permanently.

きろく - "Record". Save your game.

もどる - "Return". Exit camping menu.

---Status Menu-----[sec2b]---

Upper-right corner shows a number which tells you the character's experience level.

The other menu info is:

けいけん - "Experience"

たいりよく - "Health". Current hit points remaining.

さいだい - "Maximum". Maximum hit points.

じんつうりき - "Mental power". Current Jin points remaining (they're basically MP).

さいだい - "Maximum". Maximum Jin points.

こうげき - "Attack"

ぼうぎょ - "Defense"

おかね - "Money"

Press "A" and you will see the character's equipment:

ぶき - "Weapon"

ぼうぐ - "Protection". Shows headgear and armor.

Press "A" again to see the items carried by this character.

Press "A" one final time to see the jutsu skills this character knows.

---Battle Menu-----[sec2c]---

When the battle begins, you'll be asked if you want to fight, with the options:

はい - "Yes". Begin battle.

いいえ - "No". Attempt to run, with no punishment if you fail.

If you say "yes" or fail to run, you'll see the following options:

たたかう - "Fight". Regular physical attack.

じゆつ - "Jutsu". Use your special jutsu skills if you've learned any.

どうぐ - "Tools". Use items in your inventory.

にげる - "Run". Escape from battle. If you fail, the enemy gets a free turn to attack.

If you have any party members besides the ninja, they will have the additional option:

かくれる - "Hide". Member will vanish from the battlefield, avoiding damage for the remainder of the battle. They cannot take any actions, but they still gain experience when you win.

---3D Dungeon Menu-----[sec2d]---

In 3D dungeons, you see the following menu:

しらべる - "Search". An unnecessary command since you automatically search tiles as you walk over them.

じゆつ - "Jutsu"

どうぐ - "Tools"

じょうたい - "Status"

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-----= Level Building =-----[sec3a]----
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---The Start-----
You begin the game near a little house that you cannot enter, located on screen I2. There are stones on the ground that you cannot pick up and have no purpose. The nearby thing is an enemy. Your goal for now is simply to level up a few times so you won't die as easily. Target enemies that look plant-like and you should be fine. If you are attacked by too many at once, like 3 or 4, then say いいえ ("No") at the beginning of the battle when it asks if you want to fight. You can also just press "B" to automatically select no. This will often allow you to run. Then you can re-contact the enemy to begin a battle again, but the next time there might be less enemies attacking you at once.

You'll want to rest at an inn. Inns are located on screens D4 and J6 (see my "World Map", a separate file posted to GameFags).

You can save your game anywhere on the map that you can camp. You can camp on any screen except those on the extreme North, South, East, or West side of the world map. These are the areas where there are enemies during the daytime. See the "Game Mechanics" section for details.

Every time you level up, you can get an increase in your maximum Jin (じん) points, and an increase in your Skill (きょうど) points by visiting various temples. Skill is especially important because it will increase the odds of you avoiding enemy attacks. To see which temples to visit to improve each statistic, see the main "Temples" section of this guide.

From here, the game is very open ended. I will give some advice as to ways to make your party stronger in the remainder of this "Level Building" section. But the only things you have to do to finish the game are the other two sections which follow this one, so you can skip ahead to section 3b any time.

---Recruiting Party Members-----
You can recruit up to four additional party members, for a total of five. See the main "Party Members" section for an explanation of characters and where they can be found. To be honest, I didn't recruit any party members until I was nearly finished with the game during my first playthrough. The more party members you have, the longer it takes to level up since you all split the experience from battles between each other. If you want to mass level build with the ninja, then you should have him fighting solo. Actually, you can select the たんどく ("Solo") option to send your party members away. Then, use the Beacon (のろし) item to bring them back when you want them again. Therefore, you can still mass level build with the ninja even after recruiting party members, so there's no reason not to get more party members right away.

It doesn't really matter who you recruit. You can even recruit more of one of the same type of character if you can manage to find multiples scattered throughout town. You can permanently remove people from your party if you change your mind later, too. If you want advice concerning who to recruit, then I would say ignore the thief and merchant, who have little to offer your party. They're weak and their "special skills" are pretty useless. So,

recruit a priest and a mountain priest, both of which can learn jutsu spells. And recruit a samurai and a ronin, who are strong fighters with good defense.

---Getting Equipment-----

A decent weapon you can get at the start of the game for cheap is the Wood Hammer (きづち), sold at stores located on screens D4 and I3. All characters can equip it. The priest can equip a Braided Hat (あみがさ), which is very cheap and sold at a shop on screen D4.

You can easily get an Armor (よろい) from the 3D dungeon in "Building 1", whose entrance is located on screen C4. See my map "Building 1" if you want details.

---The Corrupt Merchant-----

When your main character reaches about level 5, the Corrupt Merchant (あくどくしょうにん) will appear on screen I4. He will give you 1000 gold when defeated, which makes it much easier to gain a lot of money quickly.

He will also appear at various other screens as you level up. But if you level up too much, he will eventually disappear, so make use of him to get enough money to buy any expensive equipment you want before the opportunity passes you by.

---The Rope and Locked Doors-----

To progress through the 3D dungeons, you will need a Rope (なわ), which will allow you to go up and down holes. You need to use it to enter the wells, located at screens F2 and K8. Both wells lead to the same underground dungeon, which connects to the castles at the center of town. It is the only way to enter them, and it is necessary to complete the game. You also need the Rope to go into the cave at location I10. The Rope can be bought at shops located on screens E4 and J8.

There are many locked doors within the castles. To get past them, there are a whole slew of lock picking tools you can buy. Most of them will break upon a very few uses. But the Nail Puller (くぎぬぎ) is about the same price and can be used infinite times. The ninja or thief have to use it. You could also buy the Pliers (やっこ), which can be used infinite times to open doors, but only the thief can use them. Both can be bought at a shop located on screen I7.

---Learning Jutsu-----

Both the priest and mountain priest can learn jutsu skills by visiting the temple on screen C8. To learn jutsu, first say はい ("Yes") to make a donation to the temple. It will then ask you to select a character. Select the priest or mountain priest and you will then be given a list of jutsu spells which are available to that character. All the jutsu cost money to learn, so come with several thousand gold ready if you plan on getting them all.

The ninja can also learn jutsu, but it is not as easy. He must visit the shop/temple located on screen B5. But it seems it cannot be accessed if you try to walk there in town. Instead, you must locate a secret entrance. Here is how:

Go to the cave on screen I10. Use the Rope to enter a 3D dungeon. It is a short dungeon, but you will have some trouble to pass one of the encounters if you are not leveled up high enough. Just try to run from it if you're not confident in your levels, although you will have trouble running also probably. Make your way toward the Southeast part of the cave to find a hole that will take you to screen J10 on the world map (after using the Rope, of

course). Go down one screen and you'll find a shop. You can only purchase items in this shop if the ninja is alone, so use the たんどく ("Solo") command if you have more party members.

In the shop, you can buy the Water-Spider Shoes (みずぐも) for 1000 gold or the Shinobi Boat (しのび ぶね) for 10000 gold. Both will allow you to cross water. But the Water-Spider Shoes can only be used when the ninja is alone, and the Shinobi Boat can only be used when the ninja is with other party members. Choose whichever you want, then go back outside and go up one screen. Enter the water from this screen by standing in front of the water and using the item you purchased.

In the water, go up four screens to find a small island with a cave on it. Use the Rope to enter the cave. You'll be in another 3D dungeon. Head for the Northwest corner of the map to find a hole leading back to the world map, screen B5, the screen where the ninja's jutsu shop is located.

You can only purchase jutsu at this shop when the ninja is alone, so you must use the たんどく ("Solo") option if you have other party members with you.

---Good Equipment in the 3D Dungeons-----

You can get a lot of great equipment just by spending a lot of money at stores. But there are other items you may want to get that are hidden in the 3D dungeons. The best is the Thunder Drum (かみなりだいこ), which will damage all enemies when used and can be used infinite times. It makes your life a lot easier to have it. Use my maps to locate it easiest. The path to the Thunder Drum is:

- (1) Enter the well on screen F2 using the Rope.
- (2) On the Well Map, go up the hole at location "C" to enter the West Castle.
- (3) On the West Castle Map, go up the stairs at location "C" to enter the Oni King Chamber.
- (4) On the Oni King Chamber Map, find the Thunder Drum at location "C". By the way, avoid an encounter with the Oni King since you'll almost certainly die.

You can also explore the 3D dungeons to find two Helmets (かぶと), the Magic Spear (まほうのやり), and the Magic Katana (まほうのかたな). Take a look at who can equip them before hand to decide if you think it's worth spending your time to get these items. Depending on who is in your party and the role you want them to have in battle, you might just be happy with the items you can buy in the stores.

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-----= The Three Gems -----[sec3b]-----
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Now that you have an idea how to increase your party's strength and abilities, let's focus on the actual tasks you must complete to beat the game. First, you want to head to screen F2 on the world map and use the Rope to go down the well.

The bottom of the well is the hugest 3D dungeon screen in the game, and it essentially can take you to all of the castles in town that are inaccessible otherwise. The first task is to find the high priest, located at tile "a" on my "Well Map".

When you talk to the priest, you will learn that you need three stones to seal the gate to hell. They are the Agate (めのう), Jade (ひすい), and Pearl (しんじゆ). Each of the stones is located inside of an Oni (おに).

Near the location where you find the high priest, you can also encounter a Blue Oni (あおおに). This is on tile "b" on my map. The Blue Oni isn't too hard as long as your levels are decent. Win the battle and you will receive the Agate. For the record, there are other Blue Oni encounters in the 3D dungeons and you could win any of those battles instead to get the Agate (the same goes for the Red Oni).

To get the Jade, you must defeat a Red Oni (あかおに). The Red Oni is much more difficult than the Blue Oni. Make sure you run away if you encounter more than one at a time, then re-initiate the battle to try to get just one. The easiest to find Red Oni is on the Well Map at location "d". If you are not strong enough to win, gain more levels of course.

The final gem is acquired by defeating the Oni King (おにだいおう). This battle is significantly harder than anything else you will have fought up until this point in the game. Before even attempting this, you will want to upgrade all of your armor and level up a good deal. I defeated him when my ninja was at level 13, but I was very close to losing. For the record, my supporting party members were all low-leveled and useless, so you may have a better time if you've been managing your party better.

To reach the Oni King, follow the same directions to the Oni King Chamber that you took to get the Thunder Drum. I'll also warn you ahead of time that, if you manage to win, you won't be able to recruit any more party members or buy items/equipment in stores, so make sure you are prepared for this change. You will be able to visit temples and inns and receive their benefits still though.

I don't have much to say to help defeat the Oni King other than to tell you to use the Thunder Drum. It never misses and deals a lot of damage. It deals more damage for characters whose attack strength is higher, so you probably want it equipped on the ninja. Other than that, you'll just have to level build to beat him. When you beat him, you get the Pearl.

After collecting all three stones, return to the high priest, located on tile "a" on the Well Map. He will give you a Charm (おふだ) and says you need it, plus the three stones, to seal the gate to hell.

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-----= Hyakki King =-----[sec3c]---
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You will find that demons have now overridden the entire town, even during the daytime. You cannot buy anything in stores or recruit new party members. You can still visit temples and inns, though.

Your goal is to find the entrance to hell. It is located somewhere randomly in the town and moves every time you change screens. Once you enter the gate to hell, you will not be able to return, so save your game (of course). When you enter the gate to hell, it is a short walk to find the last boss, so you can give it a try any time you like.

The gate to hell looks like a small black hole. It's possible to accidentally walk into it if it's on top of a shadow since it is black on black and therefore invisible. Just walk around town and keep your eyes peeled for the small black hole. It seemed that I never had to look for very long before it would appear on the screen. It will appear during both the day and night.

When you find the gate to hell, simply walk up to it and you will

automatically use the three stones and the Charm to seal it. You will suddenly be whisked away and appear in a 3D dungeon. It turns out that this is a 3D dungeon you might already have visited if you went in search of the Magic Katana. This map is called the "Hyakki King Chamber Map" in my map set, so refer to that for specific directions. You start on the space labeled "A" on the map. The Hyakki King is located in the very Northwest corner of the map. Simply walk to that location and the final boss battle will commence.

The Hyakki King (ひゃっきだいおう) is another very difficult battle. He will deal massive damage to whoever he attacks. Sometimes, he will perform an attack which damages your entire party at the same time. But that attack is quite a bit weaker, so it's actually sort of a good thing when he uses it. I found that I couldn't defeat him at level 16, but when I leveled up to level 17, he suddenly started missing quite a bit when he attacked the ninja. So level 17 is a good level to shoot for to make this battle manageable. My supporting party members were low-leveled and useless, so you might have more luck defeating him at a lower level. Of course, use the Thunder Drum to deal most of the damage. When you win, that's it. You beat the game!

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- - - = = = === Party Members === = = = - - -  
- - - = = = ===== = = = - - - [sec4]
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Here is a list of all of the playable characters and an overview of their strengths and weaknesses. Recruitable characters can only be found wandering the town during sunset, when the ground is red. The locations of these characters will change as you level up, so recruit them early to make sure you know where to find them.

Ninja (にんじゃ) - The ninja is your main character. He is powerful and fast, but cannot wear armor. He can use many Jutsu skills, so he is a very well-rounded character.

Priest (そうりょ) - The priest cannot use very much equipment, but he can learn Jutsu skills that can come in handy, most of which are healing based. A priest can be found at the beginning of the game on screen B6.

Mountain Priest (やまぶし) - The mountain priest is similar to the priest, but slightly stronger, and he can use different Jutsu skills. Of particular usefulness is the ability to warp you back to the world map from inside a dungeon. A mountain priest can be found at the beginning of the game on screen B4.

Merchant (しょうにん) - The merchant is an awful fighter and cannot use Jutsu skills. His skill is supposedly that he can sell items. This is supposedly related to using the Abacus (そろばん), perhaps while inside a particular shop. However, I have never managed to get this to work. A merchant can be found on screen E3 at the beginning of the game.

Samurai (ぶし) - The samurai is a strong fighter than can equip good equipment. He cannot use Jutsu skills. You can find a recruitable samurai on screen J4 during the beginning of the game.

Thief (どろぼう) - The thief is not a particularly good fighter, but he does have decent evasion skills. He cannot use Jutsu skills, but his talent lies in the ability to open locked doors. The ninja can do this also, so the thief's skill is pretty unnecessary. A thief can be found on screen J5 at the beginning of the game.

Ronin (ろうにん) - The ronin is a strong fighter, similar to the samurai. He also cannot use Jutsu. You can find a recruitable ronin on screen E5 at the beginning of the game.

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- - - = = = ===== Shops ===== = = = - - -
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[sec5]

Here is a list of all the stores in town and what they sell. Some items can only be bought when the ninja enters the store alone. Others can only be bought when the ninja is accompanied by other party members. These items are specified for each store. The screen on which each store can be found is also given.

Shop: Screen I3

Ninja enters alone or with others:

Kitchen Knife (ほうちょう) - 200

Wood Hammer (きづち) - 800

Six-Foot Pole (ろっかくぼう) - 6500

Shop: Screen E3

Ninja enters alone or with others:

Mist (きり) - 100

File (やすり) - 100

Wire (はりがね) - 180

Shop: Screen D4

Ninja enters alone or with others:

Braided Hat (あみがさ) - 150

Kitchen Knife (ほうちょう) - 150

Wood Hammer (きづち) - 800

Six-Foot Pole (ろっかくぼう) - 6500

Shop: Screens E4 and J8

Ninja enters alone or with others:

Rope (なわ) - 100

Bamboo Flute (しゃくはち) - 200

Abacus (そろばん) - 500

Shop: Screen C4

Ninja enters alone:

Beacon (のろし) - 100

Sleep Medicine (ねむりぐすり) - 200

Gunpowder (かやく) - 800

Ninja enters with others:

Muyousou (むようそう) - 60

Antidote (どくけし) - 100

Genmusou (げんむそう) - 170

Shop: Screen J7

Ninja enters alone:

Beacon (のろし) - 100

Sleep Medicine (ねむりぐすり) - 200

Gunpowder (かやく) - 800

Ninja enters with others:

Muyousou (むようそう) - 60

Genmusou (げんむそう) - 170

Majin Dake (まじんだけ) - 250

Shop: Screen I7

Ninja enters alone or with others:

Pliers (やっこ) - 200

Nail Puller (くぎぬき) - 250

Shop: Screen K10

Ninja enters with others: shop is empty.

Ninja enters alone:

Smokescreen (えんまく) - 150

Water-Spider Shoes (みずぐも) - 1000

Shinobi Boat (しのび ぶね) - 10000

Shop: Screens C4 and I7

Ninja enters alone:

Caltrops (まきびし) - 500

Shuriken (しゅりけん) - 1000

Shinobi Rake (しのび くまで) - 1500

Shinobi Katana (しのび がたな) - 8000

Ninja enters with others:

Wakizashi (わきざし) - 500

Chain Mail (くさりかたびら) - 3000

Spear (やり) - 4000

Murasame (むらさめ) - 25000

Shop: Screen I5

Ninja enters alone:

Caltrops (まきびし) - 500

Shuriken (しゅりけん) - 1000

Shinobi Rake (しのび くまで) - 1500

Shinobi Katana (しのび がたな) - 8000

Ninja enters with others:

Bow (ゆみ) - 4500

Iron Armor (てつ の よろい) - 5000

Masamune (まさむね) - 35000

Shop/Temple: Screen B5

Ninja enters with others: Shop is empty.

Ninja enters alone:

Kono Hagakure (このはがくれ) - 250

Kaigen Rikkyou (かいげんりっきょう) - 500

Utsusemi (うつせみ) - 500

Kage Nui (かげぬい) - 750

Kagerou (かげろう) - 1000

Dividing Jutsu (ぶんしんのじゅつ) - 1500

Nuno Kakushi (ぬのかくし) - 1250

Cold Wind (こがらし) - 2000

Water Mirror (みずかがみ) - 1750

Flame (かえん) - 2500

Moon Ring (つきのわ) - 2250

Temple: Screen C8

Choose to donate, then select the priest to purchase the following jutsu

(Rebirth is not available until you level up adequately):

to choose from:

Kaigen Rikkyou (かいげんりっきょう) - 500
Risshi Joukyou (りっしじょうきょう) - 1000
Banakukyou (げんあくきょう) - 1500
Kannonkyou (かんのんきょう) - 3000
Rebirth (そせい) - 5000

Choose the mountain priest for the following options:

Nini (にんい) - 500
Suijuu (すいじゅう) - 1000
Kaikuu (かいくう) - 2000
Genrei (げんれい) - 2500

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- - - = = = ===== Temples ===== = = = - - -
- - - = = = ===== = = = - - -           [sec6]
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If you donate money at a temple, various good things can happen. It depends on which temple you visit. Here are the locations of the temples and what you get for donating at each temple.

Temples at D3, F8, J5, and J8:

Donate to increase the maximum Jin points of a character (this is like your MP). Only the ninja, priest and mountain priest can gain Jin points, so don't bother donating money for anyone else. They can gain more Jin points once every time they level up. If you level up multiple times without going to one of these temples, you will simply gain more Jin points on your next visit, so it's ok to not go to one every time you level up. You won't miss anything.

Temple at I6:

Donate to raise your Skill level (きょうど). This increases your ability to evade enemy attacks. You can increase the Skill level of each character once per time they have leveled up.

Temple at C8:

Donate at this temple to be able to purchase Jutsu skills for the priest or mountain priest. See the "Shops" section above for a list of Jutsu skills and their costs.

Temple at C10:

Donate to revive dead party members.

Temple at J4:

Donate to restore your health to maximum.

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- - - = = = ===== Items ===== = = = - - -
- - - = = = ===== = = = - - -           [sec7]
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Here is a list of all the items in the game:

Abacus (そろばん) - Supposedly allows the merchant to sell items, but I don't know how to activate it.
Agate (めのう) - Needed to seal the gate to hell.
Antidote (どくけし) - Remove poison.
Bamboo Flute (しゃくはち) - Effect?
Beacon (のろし) - Brings your party members back if you chose to go "solo" for a period. If it doesn't seem to be working, select the option

たんどく ("Solo") again, then どうぐ ("Tools") and use it.
 Caltrop (まきびし) - Use during battle. Effect? Infinite uses.
 Charm (おふだ) - Needed to seal the gate to hell.
 Compass (ほうこうじしゃく) - Shows the direction you're currently facing in a 3D dungeon. Infinite uses.
 Drill (きり) - Open doors in 3D dungeons. Only thief can use. Limited uses.
 File (やすり) - Open doors in 3D dungeons. Only thief can use. Limited uses.
 Genmusou (げんむそう) - Recover 40 HP.
 Gunpowder (かやく) - Damage all enemies. One time use. Only ninja can use.
 Jade (ひすい) - Needed to seal the gate to hell.
 Majin Dake (まじんだけ) - Restore 10 Jutsu points.
 Map (ちず) - Shows the layout of the dungeon in your vicinity for a short time. Infinite uses.
 Muyousou (むようそう) - Recover 10 HP.
 Nail Puller (くぎぬき) - Open doors in 3D dungeons. Infinite uses. Only the ninja and thief can use it.
 Pearl (しんじゆ) - Needed to seal the gate to hell.
 Pliers (やっところ) - Open doors in 3D dungeons. Only thief can use. Infinite uses.
 Rope (なわ) - Use to go up or down holes. Infinite uses.
 Shinobi (しのび ぶね) - Your entire party can travel over water. Ninja must be with others to use it. Infinite uses.
 Shuriken (しゅりけん) - Increase ninja's attack strength for one battle. Limited uses.
 Sleep Medicine (ねむり ぐすり) - Effect?
 Smokescreen (えんまく) - Automatically escape from battle. One time use.
 Thunder Drum (かみなりだいこ) - Attack all enemies with lightning bolts. Infinite uses.
 Water-Spider Shoes (みずぐも) - Ninja can walk on water, but he must be alone to use it. Infinite uses.
 Wire (はりがね) - Open doors in 3D dungeons. Only thief can use. Limited uses.

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 - - - = = = ===== Equipment ===== - - -
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[sec8]

Here is a list of all the weapons and armor in the game, how strong they are, and who can equip them.

---Weapons-----

Kitchen Knife (ほうちょう) - ATK +5, Equip: All.
 Wakizashi (わきざし) - ATK +10, Equip: All.
 Wood Hammer (きづち) - ATK +15, Equip: All.
 Shinobi Rake (しのび くまで) - ATK +15, Equip: Ninja.
 Bow (ゆみ) - ATK +15, Equip: Samurai, Ronin.
 Katana (かたな) - ATK +15, Equip: Samurai, Ronin.
 Spear (やり) - ATK +25, Equip: Samurai, Ronin.
 Six-Foot Pole (ろっかくぼう) - ATK +35, Equip: All.
 Murasame (むらさめ) - ATK +35, Equip: Samurai, Ronin.
 Magic Katana (まほうのかたな) - ATK +40, Equip: Ninja, Thief, Samurai, Ronin.
 Magic Spear (まほうのやり) - ATK +45, Equip: Mountain Priest, Thief, Samurai, Ronin.
 Masamune (まさむね) - ATK +50, Equip: Samurai, Ronin.
 Shinobi Katana (しのび がたな) - ATK +50, Equip: Ninja.

---Armor-----

Chain Mail (くさりかたびら) - DEF +10, Equip: Samurai.
 Armor (よろい) - DEF +15, Equip: Samurai, Ronin.

Iron Armor (てつ の よろい) - DEF +20, Equip: Samurai.

---Headgear-----

Braided Hat (あみがさ) - DEF +5, Equip: Priest.

Helmet (かぶと) - DEF +15, Equip: Samurai.

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- - - = = = ===== Jutsu ===== = = = - - -
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[sec9]

Here is a list of all the Jutsu skills that can be learned. Only the ninja, priest, and mountain priest can learn Jutsu. Each one has a different set of Jutsu skills available to learn. For each Jutsu, the effect is described and the Jin cost to use the Jutsu skill.

---Ninja Jutsu-----

Kono Hagakure (このはがくれ) - Escape from battle with high probability.
0 Jin.

Kaigen Rikkyou (かいげんりっきょう) - Restore a small amount of a single ally's health. 3 Jin.

Utsusemi (うつせみ) - Damage a single enemy and then vanish for the rest of the turn. 5 Jin.

Kage Nui (かげぬい) - Paralyze a single enemy so they temporarily cannot take actions. 12 Jin.

Kagerou (かげろう) - Effect? 12 Jin.

Dividing Jutsu (ぶんしんのじゅつ) - Damage all enemies. 18 Jin.

Nuno Kakushi (ぬのかくし) - Damage single enemy. 18 Jin.

Cold Wind (こがらし) - Instantly kill a single enemy. 22 Jin.

Water Mirror (みずかがみ) - Effect? 20 Jin.

Flame (かえん) - Damage one enemy with fire. 25 Jin.

Moon Ring (つきのわ) - Damage all enemies. 23 Jin.

---Priest Jutsu-----

Kaigen Rikkyou (かいげんりっきょう) - Restore a small amount of a single ally's health. 3 Jin.

Risshi Joukyou (りっしじょうきょう) - Effect? 12 Jin.

Banakukyou (げんあくきょう) - Remove poison from a single ally. 12 Jin.

Kannonkyou (かんのんきょう) - Completely restore a single ally's health.
35 Jin.

Rebirth (そせい) - Return a single dead ally to life. Must be used outside of a 3D dungeon. 60 Jin.

---Mountain Priest Jutsu-----

Nini (にんい) - Shows the layout of the dungeon in your vicinity for a short time. 3 Jin.

Suijuu (すいじゅう) - Put all enemies to sleep temporarily. 7 Jin.

Kaikuu (かいこう) - Warp from inside a 3D dungeon to the world map. 18 Jin.

Genrei (げんれい) - Damage all enemies. 30 Jin.

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- - - = = = ===== Enemies ===== = = = - - -
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[sec10]

Here is a list of all the enemies in the game, how much experience and gold you get for defeating one, any items they might drop, and other special notes. The monsters are listed in no particular order.

Ivy Monster (おばけづた) - 6 Exp/10 Gold.

Large Kazura (おおかずら) - 4 Exp/50 Gold.
 Man-Faced Plant (じんめんそう) - 10 Exp/10 Gold. Note: Can inflict poison.
 Hokoukon (ほこうこん) - 10 Exp/50 Gold.
 Bear (くま) - 20 Exp/20 Gold.
 Imp (じゃき) - 25 Exp/40 Gold. Drops: Beacon.
 Hiso (ひそ) - 10 Exp/20 Gold. Note: Can inflict poison.
 Kasha (かしゃ) - 20 Exp/40 Gold. Drops: Majin Dake.
 Nurari Hiyon (ぬらりひよん) - 25 Exp/30 Gold.
 Wounded Bear (ておいぐま) - 40 Exp/40 Gold.
 Kamikiri (かみきり) - 30 Exp/40 Gold. Drops: Antidote.
 Kaiki (かいき) - 70 Exp/60 Gold. Drops: Majin Dake.
 Teikou (ていこう)
 Ghost Warrior (むしゃぼうれい) - 70 Exp/100 Gold. Drops: Katana.
 Jatai (じゃたい) - 20 Exp/40 Gold.
 Small Goblin (こてんぐ) - 25 Exp/40 Gold. Drops: Muyousou.
 Nure Woman (ぬれおんな) - 50 Exp/40 Gold.
 Amikiri (あみきり) - 20 Exp/40 Gold. Drops: Antidote.
 Large Jiso (おおじそ) - 30 Exp/40 Gold.
 Snake Woman (へびおんな) - 20 Exp/40 Gold. Note: Can inflict poison.
 Waira (わいら) - 150 Exp/200 Gold.
 Jiso (じそ) - 15 Exp/20 Gold. Note: Can inflict poison.
 Red Oni (あかおに) - 100 Exp/140 Gold.
 Blue Oni (あおおに) - 80 Exp/80 Gold.
 Ronin (ろうにん) - 4 Exp/10 Gold.
 Gold Kasha (きんかしゃ) - 200 Exp/100 Gold.
 Samurai (ぶし) - 4 Exp/10 Gold.
 Devil Hiso (まひそ) - 40 Exp/40 Gold.
 Makyuu Biko (まきゅうびこ) - 100 Exp/100 Gold.
 Tenjou Ori (てんじょうおり) - 30 Exp/40 Gold.
 Yanari (やなり) - 20 Exp/100 Gold. Drops: Muyousou.
 Otoroshi (おとろし) - 100 Exp/200 Gold.
 Ikkaku (いっかく) - 120 Exp/400 Gold.
 Dragon Horse (りゅうば)
 Gazer (みつめ) - 200 Exp/800 Gold.
 Cyclops (ひとつめ)
 Thief (どろぼう) - 4 Exp/10 Gold.
 Large Goblin (おおてんぐ) - 150 Exp/200 Gold.
 Man in the Moon (かつらおとこ) - 30 Exp/40 Gold.
 Corrupt Merchant (あくとくしょうにん) - 10 Exp/1000 Gold. Drops: Muyousou.
 Kurari Hiyon (くらりひよん) - 50 Exp/200 Gold. Drops: Majin Dake.
 Man-Faced Fish (じんめんぎょ) - 10 Exp/10 Gold.
 Oni King (おにだいおう) - 300 Exp/1000 Gold.
 Hyakki King (ひゃっきだいおう) - NA/NA.

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 - - - = = = = Dungeon Entrances = = = - - -
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[sec11]

There are a few different 3D dungeons you can access from the town. Here is a list of dungeon entrances.

Screen C4: Entrance to Building 1, location: A.
 Screen C5: Entrance to Building 2, location: A.
 Screen C6: Entrance to Building 3, location: A.
 Screen F2: Entrance to Well map, location: A.
 Screen K8: Entrance to Well map, location: B.
 Screen I10: Entrance to Beach Cave map, location: A.
 Screen J10: Entrance to Beach Cave map, location: B.
 Screen F10: Entrance to Island Cave map, location: A.

Screen B5: Entrance to Island Cave map, location: B.

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- - - = = = === Conclusion === = = = - - -  
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I hope you found this guide useful. If you have information that you'd like to contribute or other suggestions for how the guide can be made better or if you find any mistakes, please send it to lastbosskiller@gmail.com. I will give you the proper credit for your help.

Thanks to the NES FAQ Completion Project regulars for providing a fun environment for exploring old, obscure games!

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